3D GLASS-SHATTER EFFECT
BY HERBISTRY · FOR FINAL CUT PRO & MOTION

FRACTURE

Break footage like glass. **Fracture** is a real 3D shatter: aim the hit, set how hard it lands, then watch the pieces bend the light, spin, and rain down. Keyframe the break yourself, or pick a preset and let it play.

THE SHORT VERSION

What Fracture does

Drag Fracture onto a clip and your video breaks apart like a dropped pane of glass. You decide where the hit lands, how hard it lands, and how the pieces behave: how many shards, how tightly they cluster around the strike, how far they scatter, how they tumble. Every piece is real glass, so it bends the footage behind it, catches light along its cut edges, and can extrude into a solid 3D slab with real thickness.

The break plays over time. Keyframe a single slider from whole to fully shattered, or flip on Auto Animate and let the whole thing run on its own. Nine presets cover the common looks, from a window cracking to a full blast toward the camera, and four glass styles set the material in one click. This manual walks the lot: install, the inspector top to bottom, every control, the presets, and a few tips for a clean break.

FIRST RUN

Install, run, and unlock Fracture

From download to a clean export. Here is the whole path.

1. **Get FxFactory.** Fracture installs through **FxFactory**, the free plugin manager for Final Cut Pro and Motion. Grab it at fxfactory.com if you do not have it already.

2. **Install Fracture.** Find Fracture by Herbistry inside FxFactory and install it from there. If Final Cut or Motion was open, restart it so it picks up the new effect.

3. **Find it in Final Cut.** Fracture is an effect, so it lives in the **Effects browser**. Open the Effects sidebar, look under **Herbistry** (or just search "Fracture"), and drag it onto a clip in your timeline. In Motion it shows up in **Filters**.

4. **Try it free.** Every preset, glass style, and control works right away, no time limit. The catch is a Herbistry leaf watermark tinting the frame, so the trial is perfect for auditioning the break but not for a clean export.

5. **Buy and unlock.** Purchases happen right inside the FxFactory app. Buy Fracture there and the watermark disappears. FxFactory remembers the license, so it is a one-time thing.

THE LICENSING ROW, RIGHT AT THE TOP

The first row of the inspector is **Licensing**. It shows whether you are on the trial or fully licensed. While you are on the trial it carries a **Buy** button that takes you to checkout, plus a **Help** button that opens this manual. Once you are licensed the watermark is gone and the row just confirms it.

ON THE TIMELINE

Add it to a clip

Fracture is a clip effect, so it works on the clip you drop it on. Three moves and you are breaking glass.

1. **Drag it on.** From the Effects browser, drop Fracture onto a clip in your timeline. It applies straight to that clip.

2. **Drive the break. Fracture Progress** is the play head for the shatter. Keyframe it from **0** to **100** across the clip for full control, or skip keyframes entirely and turn on **Auto Animate**. More on both below.

3. **Aim the hit.** Drag the on-screen crosshair to set the **Impact Point**, the spot the break starts. The cracks and the crushed core radiate out from there.

TWO WAYS TO PLAY IT

You drive the same break one of two ways. **Keyframe Fracture Progress** when you want to land the shatter on a specific beat, hold it mid-break, or run it in reverse. **Auto Animate** when you just want it to go: it plays the whole break on its own using the Animation controls, no keyframes at all. Pick whichever fits the edit.

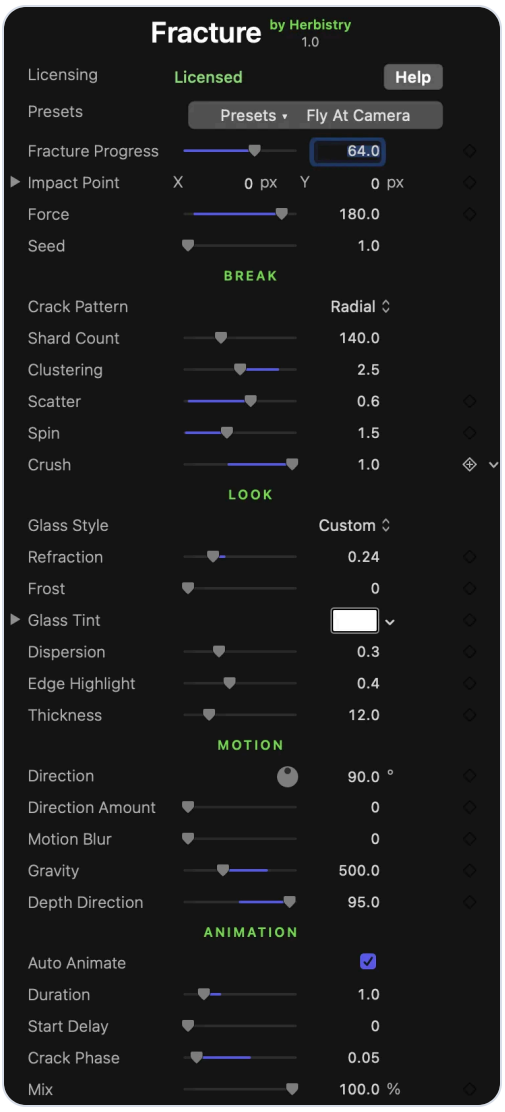
DON'T LIKE THE BREAK? RE-ROLL IT

The fracture pattern is random but repeatable. If a particular break crosses a face or lands somewhere awkward, nudge **Seed** for a brand-new pattern with all your other settings intact. Free do-overs until it looks right.

THE LAYOUT

The inspector, top to bottom

Everything lives in one inspector, and it reads top to bottom in a few blocks: your license and the **Presets** menu at the top with the break itself, then **Break**, **Look**, **Motion**, and **Animation**. Final Cut's own **Mix** slider sits at the very bottom.



The Fracture inspector. Here it is set to the Fly At Camera look, mid-build, with the crush core pushed up.

THE BREAK

Licensing
your license status, with Buy and Help buttons

Presets
nine factory looks, plus the ones you save

Fracture Progress
plays the shatter from whole to flown out

Impact Point
the on-screen crosshair where the hit lands

Force
how hard the pieces fly out

Seed
re-rolls the fracture pattern

BREAK

Crack Pattern
the shape of the break

Shard Count
few big pieces to many small

Clustering, Scatter, Spin
how the pieces sit and move

Crush
a powdered zone at the strike

LOOK

Glass Style
a one-click material

Refraction, Frost, Glass Tint
the glass itself

Dispersion, Edge Highlight
color split and lit edges

Thickness
extrudes shards into 3D slabs

MOTION

Direction, Direction Amount
aim the blast or add wind

Motion Blur
smears the fast shards

Gravity
pieces sag and rain down

Depth Direction
recede into the screen or fly at camera

ANIMATION

Auto Animate
plays the break with no keyframes

Duration, Start Delay
how long, and the wait first

Crack Phase
cracking time before the snap

FINAL CUT'S OWN

Mix
blends the effect with the untouched clip; this one is Final Cut's, not ours

EVERY CONTROL

The controls, one by one

In inspector order, top to bottom. The **Presets** menu and the **Glass Style** popup each get their own section further down, since they set a whole batch of these in one click.

THE BREAK

Fracture Progress

0 TO 100

The spine of the whole effect. It runs the break from start to finish, and it is the slider you keyframe when you want to drive the shatter by hand. Leave it at 0 for a whole, untouched frame; push it to 100 and the pieces have all flown out.

— 0

The footage is **whole**, not a crack in sight.

— 100

The pieces have **flown out**, the break is done.

Prefer hands-off? Turn on **Auto Animate** and leave Progress alone.

Impact Point

ON SCREEN

Where the break starts. Drag the crosshair in the viewer to place it. The cracks spider out from here and the crushed core sits right on it, so put it on whatever takes the hit.

Force

0 TO 200

How hard the shards fly out from the impact.

— LOW

A **gentle** hit, pieces barely leave the frame.

— HIGH

A **violent blast**, glass everywhere.

Seed

RE-ROLL

Re-rolls the fracture pattern. Every value is a different arrangement of pieces with the same settings, so if a break lands wrong, nudge this for a fresh one.

BREAK

Crack Pattern

4 PATTERNS

The shape of the break, before any pieces move. **Radial** throws cracks outward from the impact. **Uniform** breaks the whole frame evenly. **Spider-web** rings the impact with a web of cracks. **Grid** dices it into rows and columns, like safety glass.

Shard Count

20 TO 400

How many pieces the frame breaks into.

— LOW

A **few big** chunks.

— HIGH

Hundreds of small pieces.

Clustering

1 TO 4

Packs more, smaller pieces near the impact and leaves bigger ones at the edges, the way real glass breaks finest where it was hit.

— 1

Pieces sized **evenly** across the frame.

— 4

Dense and fine right at the strike.

Scatter

0 TO 1

Randomizes how far and wide the pieces spread as they fly.

— 0

A **tidy, even** break.

— 1

Pieces **flung everywhere**.

Spin

0 TO 4

How much each shard tumbles as it flies.

— 0

No tumble, pieces stay flat.

— 4

Fast, wild tumble.

Crush

0 TO 1

A pulverized, powdered-glass zone right at the impact point. The spot that took the hit does not crack so much as get ground to dust.

— 0

A **clean** break, no powder.

— 1

A **powdered core** at the strike.

LOOK

Refraction

0 TO 1

How much each shard bends the footage behind it, the way looking through tilted glass warps what is past it.

— 0

Flat, no bend.

— 1

Shards **warp** the footage hard.

Frost

0 TO 1

Takes the glass from clear to frosted.

— 0

Clear glass.

— 1

Fully frosted, milky pieces.

Glass Tint

COLOR

The color the footage takes on as it passes through the glass. Leave it white for clear glass, or tint it for stained, smoked, or colored shards.

Dispersion

0 TO 1

Splits light into a prismatic rainbow along the cut edges, the way a real shard throws color where it is thinnest.

— 0

No color split.

— 1

Rainbow edges.

Edge Highlight

0 TO 1

Lights up the cut edges so the breaks read as sharp glass rather than flat cutouts.

— 0

Dark cut edges.

— 1

Bright, lit edges.

Thickness

0 TO 60

Extrudes each shard into a solid 3D slab. This is the control that turns flat shapes into real glass with depth, and it is what makes the tumble read.

— 0

Flat panes.

— 60

Solid 3D glass slabs.

MOTION

Direction

0 TO 360°

The angle of the blast, as a dial. On its own it does nothing visible until you raise Direction Amount, which is what gives it a direction to push toward.

Direction Amount

0 TO 1

How much the pieces favor the Direction angle over an even, radial blast.

— 0

A pure **radial burst**, every which way.

— 1

All pieces **blown one way**, like wind.

Motion Blur

`0 TO 1`

Smears the fast-moving shards along their path. The faster a piece is going, the more it streaks.

- `0` **Crisp** shards.
- `1` Fast pieces **smear**.

Gravity

`0 TO 1500`

Pulls the pieces down so they sag and rain like real falling glass instead of hanging in the air.

- `0` Pieces **float**, weightless.
- `1500` They **rain straight down**.

Depth Direction

`-100 TO 100`

Pushes the shatter into or out of the screen along the camera axis. It is bipolar, so the center is flat and each side does the opposite.

- `-100` Shards **recede into the screen** and shrink away.
- `+100` Shards **fly toward the camera** and grow.

`MAKE IT PLAY`

Animate the break

There are two ways to play the same shatter. Keyframe **Fracture Progress** by hand, or turn on **Auto Animate** and let these controls run it for you. Auto Animate is the fast path: no keyframes, it just goes.

AUTO ANIMATE OR KEYFRAMES, NOT BOTH

If you want the shatter to land on an exact frame, hold mid-break, or run backward, leave Auto Animate off and keyframe **Fracture Progress** instead. Auto Animate takes the wheel from Progress while it is on, so reach for one or the other, not the two together.

Auto Animate

ON / OFF

Plays the whole break automatically over the clip, start to finish, with no keyframes at all. Turn it on and Fracture drives Progress for you using the three controls below. Turn it off when you would rather keyframe Progress yourself.

Duration

0.1 TO 6 SEC

How long the automatic break takes, end to end.

— 0.1

A **quick** snap.

— 6

A **slow, drawn-out** break.

Start Delay

0 TO 10 SEC

A wait before the break kicks off, so the footage plays clean for a beat and then shatters. Handy for landing the hit on a sound or a cut.

Crack Phase

0 TO 0.6

The share of the time spent cracking and spidering before the snap into flying shards. Higher reads as a slow crack that finally lets go.

— 0

It **snaps apart** at once.

— 0.6

It **cracks a long time** first.

ONE CLICK, FULL LOOK

Presets

A preset is the whole break at once: pattern, piece count, force, glass, motion, the lot. Click the **Presets** button near the top of the inspector and pick a look. It sets everything and turns Auto Animate on, so it plays right away, and the name stays on the button so you always know what you are looking at. Tweak anything afterward, the look is yours. The nine factory looks below are grouped the same way in the menu.

GLASS

Tempered Shatter

`Grid · 420 tiny shards · matte · rains down`

Safety-glass dicing: hundreds of small cubes that let go and rain straight down. A car window giving way.

Window Crack

`Radial · a few big panes · clear · cracks first`

A few big panes and a gentle hit that cracks first, then falls. The slow, believable one.

Spider-Web Impact

`Spider-web · low force · tinted · crushed core`

A web of cracks spidering out from a soft hit, with a crushed core right where it landed. Tinted glass.

Ice Splinter

`Uniform · icy cells · icy · spins and falls`

Splintered icy cells with a tumble that fall heavily. Icy glass, cold and frosted.

DEBRIS

Ceramic Scatter

`Uniform · mid force · matte · windblown`

A mid-force break with plenty of scatter and spin, blown to one side by a light directional wind. Matte glass.

Stone Crumble

`Grid · chunky pieces · matte · heavy drop`

Chunky, heavy pieces that drop fast and crush hard at the strike. More rock than glass.

MOTION

Blast Apart

`Radial · huge force · clear · toward camera`

A violent explosion: huge force, maximum scatter and spin, pieces pushed out toward the camera. Clear glass.

Implode / Recede

`Radial · weightless · clear · pulls back`

The pieces pull back and shrink into the screen instead of flying out, weightless. A reverse-shatter feel.

Fly At Camera

`Radial · fast · clear · rushes the lens`

Shards rush straight toward the lens, fast and close. Clear glass. Pair it with Motion Blur for the full effect.

SAVE YOUR OWN

Dialed in a break you want to keep? Open the **Presets** menu and hit **Save Current Settings**. It captures the whole look (pattern, force, glass, motion, all of it) under your name, and it shows up in the menu under **My Presets**, in every project on this Mac. Rename or delete from the same menu. The per-shot stuff (Impact Point, Fracture Progress, Seed, Start Delay) stays out of the preset on purpose, so a saved look drops onto any clip without dragging the old shot's aim along with it.

SET THE MATERIAL

Glass styles

The break is the geometry. The glass is the material on top of it. **Glass Style**, in the Look group, sets the four material sliders (Refraction, Frost, Glass Tint, and Dispersion) in one click. Editing any of those afterward flips the menu to **Custom**, which just means the material is now yours.

Clear

`The default · light refraction`

Neutral, lightly refractive glass. The default, and the one to start from when you are not sure.

Icy

`Frosted · cool blue · heavy refraction`

Frosted and cool-blue, with heavy refraction. Cold, milky, the look behind Ice Splinter.

Tinted

`Light green tint`

A light green-tinted glass, like the edge of a real pane. Subtle color through every shard.

Matte

`Low refraction · soft frost · warm`

Low refraction with a soft frost and a slightly warm cast. Less glass, more stone or ceramic.

STYLE SETS THE GLASS, THE BREAK STAYS PUT

Glass Style only touches the material. Your **Crack Pattern**, piece count, force, and motion stay exactly as you left them, so you can flip from Clear to Icy to Matte and watch only the glass change while the break holds.

GETTING A CLEAN RESULT

Tips for a believable break

A handful of moves that make the difference between a sticker effect and real glass.

Crack first, then fall

Lower the **Force** and raise **Crack Phase**. The frame sits there cracking for a beat before it lets go, and that pause is what reads as real glass instead of an instant pop.

Glass falls

Crank **Gravity** and your shards stop hanging in the air like they are posing for a photo. They sag, drop, and rain, the way broken glass actually behaves.

Sell the third dimension

Thickness plus **Refraction** is what turns flat shapes into real glass. Thickness gives each piece a solid edge to tumble on, and Refraction makes it bend the footage behind it.

Control vs. speed

Keyframe **Fracture Progress** when the shatter has to hit a beat. Use **Auto Animate** when you just need a clean break fast and the exact timing does not matter.

Land the hit on the impact

Move the **Impact Point** onto whatever takes the blow and turn up **Crush**. A powdered core right on the strike reads as a real point of impact, not a generic break.

Not sure about a break? Re-roll

If a crack runs across a face or splits the wrong spot, do not fight it. Nudge **Seed** for a new pattern and keep everything else. Quick, free do-overs.

CHEAT SHEET

Quick reference

Every slider at a glance, from one end to the other.

CONTROL	LOW END	HIGH END
Fracture Progress	0: the footage is whole	100: the pieces have flown out
Force	low: a gentle hit	high: a violent blast
Shard Count	20: a few big pieces	400: hundreds of small ones
Clustering	1: pieces sized evenly	4: dense and fine at the strike
Scatter	0: a tidy break	1: pieces flung everywhere
Spin	0: no tumble	4: fast, wild tumble
Crush	0: a clean break	1: a powdered core
Refraction	0: flat, no bend	1: shards warp the footage
Frost	0: clear glass	1: fully frosted
Dispersion	0: no color split	1: rainbow edges
Edge Highlight	0: dark cut edges	1: bright, lit edges
Thickness	0: flat panes	60: solid 3D slabs
Direction Amount	0: a radial burst	1: blown one way like wind
Motion Blur	0: crisp shards	1: fast pieces smear
Gravity	0: pieces float	1500: they rain straight down
Depth Direction	−100: recede into the screen	100: fly at the camera

CONTROL	LOW END	HIGH END
Duration	0.1: a quick snap	6: a slow, drawn-out break
Crack Phase	0: snaps apart at once	0.6: cracks a long time first

BEFORE YOU INSTALL

System requirements

Fracture is a Mac effect plugin. Here is what you need.

OPERATING SYSTEM

macOS 13.5 or later

Ventura and up.

WORKS IN

Final Cut Pro 10.8.1 / Motion 5.8 or later

As a clip effect you drop on the timeline.

MAC TYPE

Apple Silicon Mac

Runs natively on M1, M2, M3, and later.

INSTALLING

Through FxFactory

Install, buy, and unlock in the free FxFactory app.